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**Patentanmeldung Nr.    Patent application No.    Demande de brevet n°**

00202199.6

Der Präsident des Europäischen Patentamts;  
Im Auftrag

For the President of the European Patent Office

Le Président de l'Office européen des brevets  
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**I.L.C. HATTEN-HECKMAN**

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**Blatt 2 der Bescheinigung**  
**Sheet 2 of the certificate**  
**Page 2 de l'attestation**

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Watermark embedding and arrangement

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Watermark embedding method and arrangement.

23. 06. 2000

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## FIELD OF THE INVENTION

The invention relates to a method and arrangement for embedding a watermark in an information signal. More particularly, the invention relates to embedding a watermark in a motion video signal.

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## BACKGROUND OF THE INVENTION

Watermarking is a technique to certify the ownership of (digital) information content. By imperceptibly hiding a watermark into the content, it is possible to prevent piracy and illegal use of this content. Typical applications include copy protection for digital audio and video, and broadcast monitoring.

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The watermark, typically a given pseudo random noise sequence, is usually added to the content in the original (temporal or spatial) signal domain. Most presently used watermark detection methods are based on correlating the suspect signal with the pseudo random noise sequence. If the correlation exceeds a given threshold, the watermark is said to be present.

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An example of a prior art watermark embedding method is disclosed in International Patent Application WO-A-99/45707. The prior art method relates to watermarking a motion video signal. For complexity reasons, the same watermark is embedded in every image (field or frame) of the video signal. To reduce the complexity even more, a small watermark pattern is tiled over the image. A typical tile size is 128×128 pixels. At the detection side, the tiles of a number of images are folded into a 128×128 buffer. Detection is then performed by correlating the buffer contents with the small watermark pattern.

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The pseudo random noise sequence is a secret key. When a hacker has knowledge of the sequence and the embedding algorithm, he can obtain an estimate of the embedded watermark, for example, by adding a large number of tiles. He can then remove the watermark by subtracting the estimated sequence from the watermarked signal.

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## OBJECT AND SUMMARY OF THE INVENTION

It is an object of the invention to provide a method and arrangement for embedding a watermark in a more secure manner.

To this end, the method of embedding a watermark in an information signal is characterized by embedding different versions of said watermark in successive portions of the information signal, said versions being different with respect to a property which is irrelevant for detection of said watermark.

The invention exploits the insight that detection methods are often invariant with respect to predetermined properties of the embedded watermark. For example, the prior art detection method disclosed in the above-cited International Patent Application WO-A-99/45707 is invariant with respect to the magnitudes of the Fourier transformed image. In accordance herewith, the magnitudes of the Fourier coefficients of the watermark are chosen randomly in a first embodiment of the invention.

The prior art detection method is also shift invariant. Accordingly, the step of generating different versions of the watermark includes randomly shifting (for example, at a low temporal frequency) the spatial position of the watermark with respect to the video image in a second embodiment of the invention.

Another watermark detection method, proposed in Applicant's European Patent Application 99203143.5 (not yet published) is invariant to scaling and rotation of the embedded watermark. In combination with such a detector, the embedded watermark may be randomly scaled and/or rotated.

With the invention is thus achieved that a range of watermarks are embedded, which are different in the signal domain but will be seen as the same by the detection algorithm.

UK Patent Application GB 2 325 765 discloses a method of hiding data in a video signal, in which method frame patterns of differing block patterns are embedded in the video frames. A random element is introduced into a block pattern. More particularly, a specific block pattern is randomly added to and subtracted from the video signal at the same location of each frame. A detection pattern is used that does not include the random element. random element. The random element causes +1 or -1 to appear at random at the output of the detector. The detector does not appear to be invariant with respect to the sign of the embedding operation. This prior art document does not therefore not disclose randomizing a property which is irrelevant for detection of the watermark.

## BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 shows a schematic diagram of a first embodiment of an arrangement for embedding a watermark in a video signal in accordance with the invention.

5 Fig. 2 shows a diagram to illustrate the operation of a payload encoder which is shown in Fig. 1.

Fig. 3 shows a watermark embedded in a video signal by the arrangement which is shown in Fig. 1.

10 Figs. 4 and 5 show alternative embodiments of the arrangement which is shown in Fig. 1.

Fig. 6 shows a watermark embedded in a video signal by the arrangements which are shown in Figs. 4 or 5.

Fig. 7 shows a schematic diagram of an arrangement for detecting a watermark in a suspect video signal.

15 Figs. 8A and 8B show correlation patterns to illustrate the operation of the detector which is shown in Fig. 7.

Fig. 9 shows a schematic diagram of a second embodiment of an arrangement for embedding a watermark in a video signal in accordance with the invention.

20 Fig. 10 shows a watermark embedded in a video signal by the arrangement which is shown in Fig. 9.

Figs. 11A and 11B show correlation patterns to illustrate the operation of the detector which is shown in Fig. 7.

## DESCRIPTION OF PREFERRED EMBODIMENTS

25 The invention will be described with reference to embedding a watermark in motion video signals. It will be appreciated that the description may equally be applied to other types of information signals. Fig. 1 shows a schematic diagram of a first embodiment of an arrangement in accordance with the invention. The arrangement is a further improvement of the embedder disclosed in International Patent Application WO-A-99/45707.

30 The arrangement receives a motion video signal X and outputs a watermarked video signal Y. It comprises a payload encoder 10, a property randomizer 11, a tiling circuit 12, and an adder 13. Fig. 2 illustrates the operation of the payload encoder 10. A watermark pattern W is obtained by adding a limited set of uncorrelated "basic" watermark patterns (W1, W2) and cyclically shifted versions (W2<sub>k</sub>) thereof. In this example, the encoder 10

generates  $W=W1+W2-W2_k$ , where  $W2_k$  is a cyclically shifted version of basic pattern  $W2$ .

The signs and shift vectors ( $k$ ) represent a payload  $K$ . To reduce complexity, the watermark pattern  $W$  has a relatively small size of  $M \times M$  (e.g.  $128 \times 128$ ) pixels. It is tiled over the larger  $N1 \times N2$  image area by the tiling circuit 12. In the prior art arrangement, the same watermark tile  $W$  is tiled over the image. Moreover, the same watermark  $WM$  is embedded in successive frames of a motion video signal.

The arrangement, which is shown in Fig. 1, includes a property randomizer 11.

The watermark tile  $W$  to be embedded is herein subjected to a Fast Fourier Transform 110.

The Fourier coefficients have a magnitude  $abs$  and a phase  $\phi$ . The magnitudes  $abs$  are

randomized (or replaced by random magnitudes) by a randomizing circuit 111. The randomized magnitudes  $abs'$  and original phases  $\phi$  are then back-transformed to the spatial domain by an inverse Fast Fourier Transform 112. The watermark tile  $W'$  thus produced differs from the watermark tile  $W$  in the spatial domain

The property randomizer 11 produces a different watermark pattern  $W'$  for each tile of the image. Fig. 3 shows the watermark  $WM$  after the tiling operation 12. In this Figure, the property which is irrelevant for the detection process (i.e. the magnitudes of the Fourier coefficients) is represented by the line style. This property differs from tile to tile. The property which is relevant for the detection process (i.e. the phases of the Fourier coefficients) is represented by the respective symbols and is the same for each tile. The watermark tiles are different in the spatial domain and therefore difficult to hack.

Fig. 4 shows an alternative embodiment of the watermark embedder with which the same effect is achieved. This embodiment differs from the one which is shown in Fig. 1 in that the property randomizing operation is individually applied to the basic watermark patterns  $W1$  and/or  $W2$  before encoding the payload. For each basic watermark, a respective property randomizer 13,14 is used which is similar to randomizer 11 in Fig. 1.

Fig. 5 shows a variant of this embodiment. Herein, the basic watermark patterns are defined in the Fourier domain rather than the spatial domain. More particularly, the basic watermarks  $W1$  and  $W2$  are defined in terms of the phases  $\phi$  of Fourier coefficients. The respective property randomizers 15,16 no longer need to have Fast Fourier Transform circuits (cf. 110 in Fig. 1). The magnitudes or the Fourier coefficients are now randomly generated by random generators 151 and 161, respectively.

It should be noted that the property randomizers 13,14 (Fig. 4) and 15,16 (Fig. 5) need not be physically present in the respective embedders. It is possible to pre-store



a plurality of randomized versions of each basic watermark pattern in the embedder. In that case, the embedder (randomly) selects one of the stored versions for each image tile.

Fig. 6 shows the tiled watermark WM generated by the embodiments shown in Figs. 4 and 5. The watermark differs from the one which is shown in Fig. 3 in that the basic pattern W1 on the one hand, and the patterns W2 and W2<sub>k</sub> on the other hand, are differently randomized.

For completeness of the disclosure of the invention, the operation of the watermark detector will now briefly be summarized. A more detailed description can be found in International Patent Application WO-A-99/45707. Fig. 7 shows a schematic diagram of the arrangement. The detector partitions (20) each image of a suspect video signal Q into blocks of size M×M (M=128) and stacks (21) all the blocks in a buffer B of size M×M. This operation is known as folding. To detect whether or not the contents q of the folding buffer B includes a particular (possibly shifted) basic watermark pattern w (W1 or W2), the buffer contents and said basic watermark pattern are subjected to correlation. Both the contents q of the buffer and the basic watermark pattern w are subjected to a Fast Fourier Transform (FFT) in transform circuits 22 and 23, respectively. These operations yield:

$$\hat{q} = \text{FFT}(q) \text{ and}$$

$$\hat{w} = \text{FFT}(w),$$

where  $\hat{q}$  and  $\hat{w}$  are sets of complex numbers. Computing the correlation is similar to computing the convolution of q and the conjugate of w. In the transform domain, this corresponds to:

$$\hat{d} = \hat{q} \otimes \text{conj}(\hat{w})$$

where the symbol  $\otimes$  denotes pointwise multiplication and conj() denotes conjugation. The conjugation (inverting the sign of the imaginary part) of  $\hat{w}$  is carried out by a conjugation circuit 24, and the pointwise multiplication is carried out by a multiplier 25. Note that FFT 23 and conjugation 24 of the applied watermark W can be pre-computed and stored in a memory.

The Fourier coefficients  $\hat{d}$  are complex numbers. As disclosed in International Patent Application WO-A-99/45707, the reliability of the detector is significantly improved if the magnitude information is thrown away and the phase is considered only. To this end, the detector includes a magnitude normalization circuit 26, which pointwise divides each coefficient by its magnitude:

$$\hat{d} := \hat{d} \Phi_{\text{abs}}(\hat{d})$$

where  $\Phi$  denotes pointwise division.

An  $M \times M$  pattern of correlation values  $d = \{d_k\}$  is now obtained by inverse Fourier transforming the result of said multiplication:

$$d = \text{IFFT}(\hat{d})$$

5 which is carried out by an inverse FFT circuit 27. The basic watermark pattern  $W$  is detected to be present if a correlation value  $d_k$  is larger than a given threshold. Fig. 8A shows that the  $M \times M$  correlation pattern exhibits a strong positive peak 80 at the origin (0,0), if the basic watermark  $W1$  is applied to the arrangement. The location (0,0) of the peak indicates that the spatial position of the applied watermark pattern corresponds to the spatial position of the  
10 embedded watermark in the folding buffer. Fig. 8B shows that the correlation pattern exhibits a strong positive peak 81 at the origin (0,0) and a strong negative peak 82 at another location, if the basic watermark  $W2$  is applied to the arrangement. The relative distance between, and the signs of, peaks 81 and 82 represent the shift vector  $k$ . A payload decoder 28 (Fig. 7) identifies said shift vector  $k$  and decodes the corresponding payload data  $K$ .

15 A potential hacker will obtain an estimate of the phases of the watermark when he adds a large number of tiles. He may mislead the detector by choosing random magnitudes for the watermark and then subtracting the estimated watermark from the watermarked video signal. However, this will introduce artifacts because the embedded watermark is spatially different from the estimated watermark.

20 Fig. 9 shows a schematic diagram of a further embodiment of the watermark embedder in accordance with the invention. In this embodiment, the property of the watermark  $WM$  being randomized is its spatial position with respect to the image area. To this end, the arrangement comprises a position randomizer 19. In this example, the randomizer is located between the tiling circuit 12 and the adder 13. Alternatively, the  
25 randomizer may be positioned between payload encoder 10 and tiling circuit 12.

Fig. 10 shows a tiled watermark  $WM'$  generated by this embodiment. It has been cyclically shifted by a vector  $s$  compared with the watermark  $WM$  shown in Figs. 3 and 6. Advantageously, the position is modified from frame to frame at a relatively low frequency. Figs. 11A and 11B show the  $M \times M$  correlation patterns if the basic watermark  
30 patterns  $W1$  and  $W2$ , respectively, are applied to the detector. The peaks 80-82 have been shifted by the vector  $s$  compared with the peaks shown in Figs. 8A and 8B. However, the relative distance between, and the signs of, the peaks representing the shift vector  $k$  (and thus the payload data  $K$ ) have not been changed.

The above described embodiments (randomizing of magnitudes and randomizing of position) may advantageously be combined.

5 An arrangement for embedding a watermark in an information signal is disclosed. In order to make the embedded watermark more robust against hacking, a property of the watermark is randomized (11) which is irrelevant for the watermark detection. One example is randomizing (111) the magnitudes (abs) of the Fourier transformed watermark. Another example is randomly shifting the spatial or temporal position of the watermark with respect to the signal at a relatively low temporal frequency. The invention allows embedding (13) of spatially different watermarks without affecting the performance of a detector.

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CLAIMS:

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1. A method of embedding a watermark in an information signal, characterized by embedding different versions of said watermark in successive portions of the information signal, said versions being different with respect to a property which is irrelevant for detection of said watermark.

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2. A method as claimed in claim 1, comprising the step of randomizing the magnitudes of the Fourier coefficients of said watermark.

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3. A method as claimed in claim 2, wherein the watermark includes at least one basic watermark pattern being tiled over the portion of the information signal, said step of randomizing the magnitudes being applied to the Fourier coefficients of said basic watermark pattern.

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4. A method as claimed in claim 1, comprising the step of randomizing the position of the watermark with respect to the respective portion of the information signal.

5. A method as claimed in claim 1, wherein said successive portions of the information signal are successive frames of a motion video signal.

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6. An arrangement for embedding a watermark in an information signal, comprising means for embedding different versions of said watermark in successive portions of the information signal, said versions being different with respect to a property which is irrelevant for detection of said watermark.

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7. An arrangement as claimed in claim 6, comprising means for randomizing the magnitudes of the Fourier coefficients of said watermark.

8. An arrangement as claimed in claim 6, comprising means for randomizing the position of the watermark with respect to the respective portion of the information signal.

9. An arrangement as claimed in claim 6, wherein said successive portions of the information signal are successive frames of a motion video signal.

10. An information signal with an embedded watermark, characterized in that  
5 successive portions of said signal have different versions of said watermark embedded, said versions being different with respect to a property which is irrelevant for detection of said watermark.

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ABSTRACT:

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- An arrangement for embedding a watermark in an information signal is disclosed. In order to make the embedded watermark more robust against hacking, a property of the watermark is randomized (11) which is irrelevant for the watermark detection. One example is randomizing (111) the magnitudes (abs) of the Fourier transformed watermark.
- 5 Another example is randomly shifting the spatial or temporal position of the watermark with respect to the signal at a relatively low temporal frequency. The invention allows embedding (13) of spatially different watermarks without affecting the performance of a detector.

Fig. 1.

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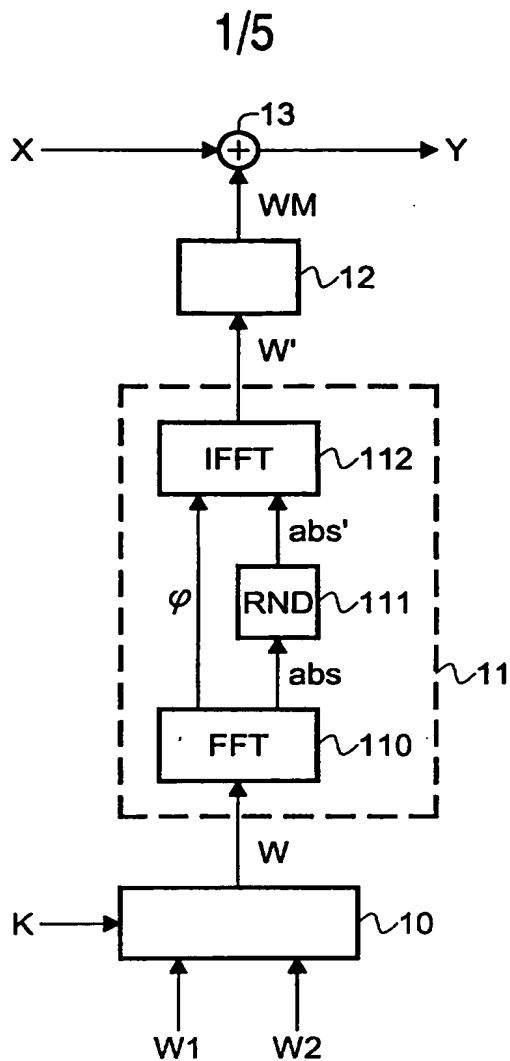


FIG.1

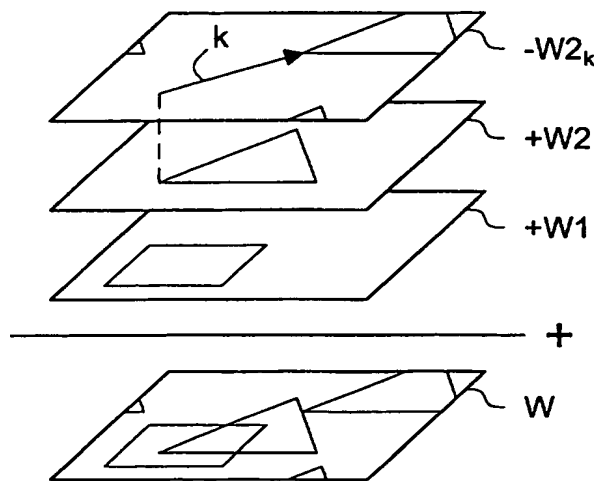


FIG.2

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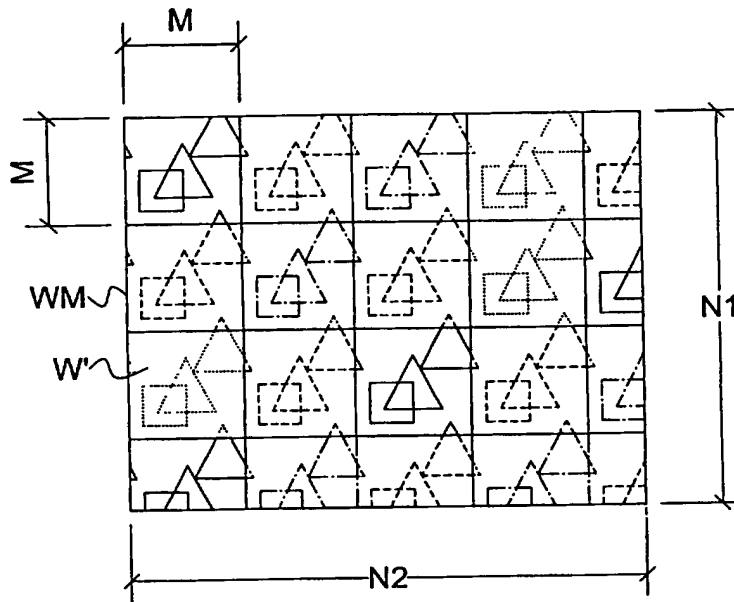


FIG.3

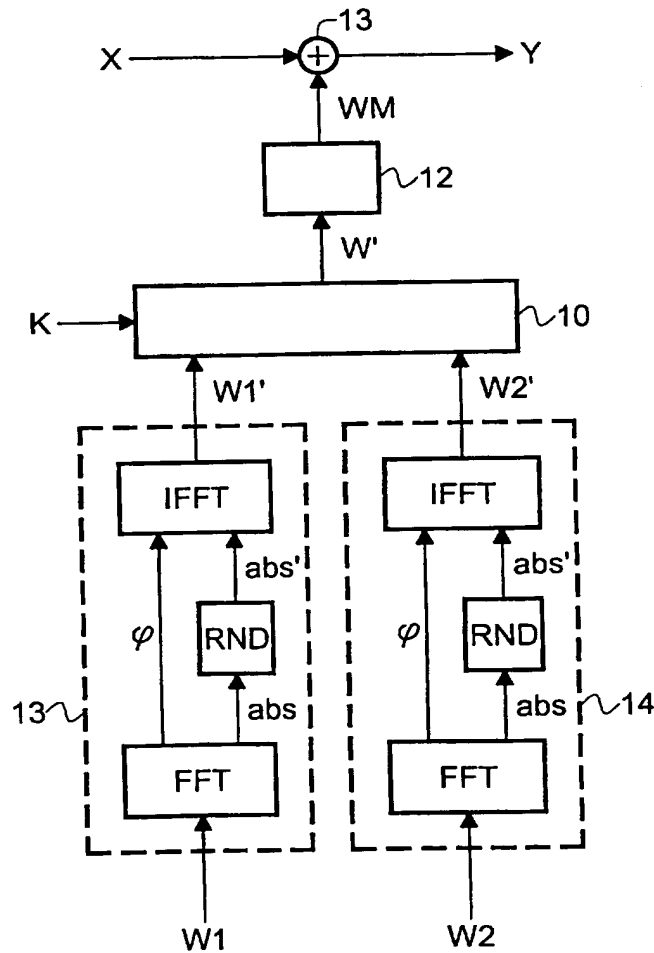


FIG.4

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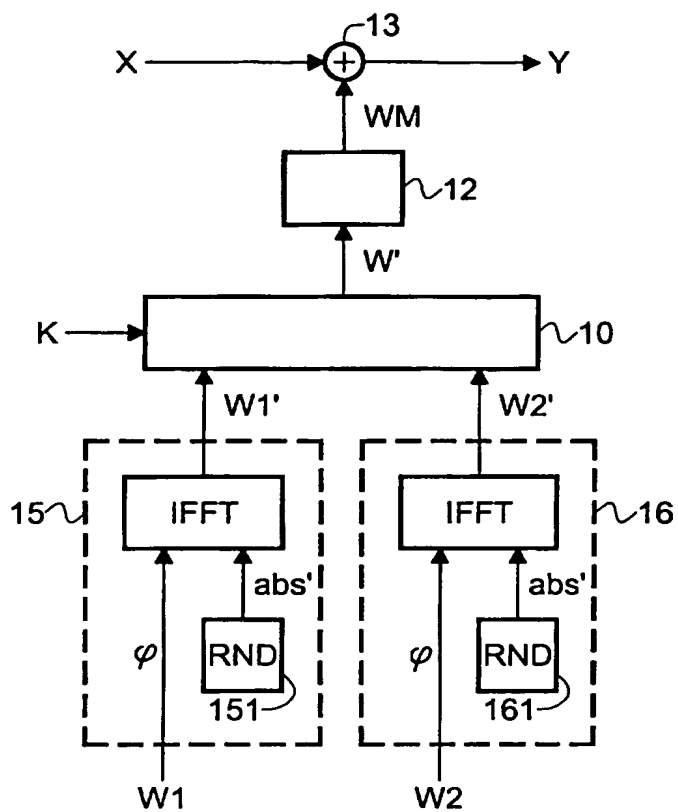


FIG.5

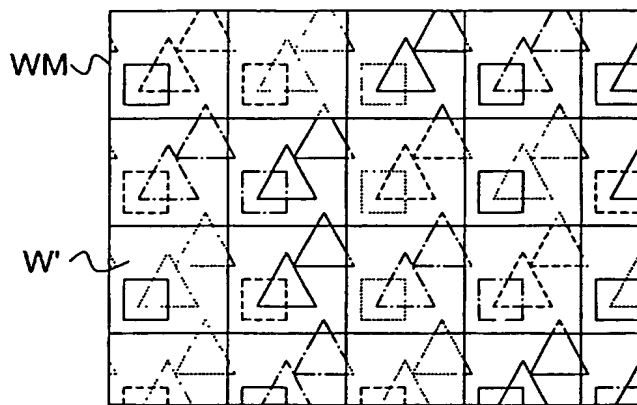


FIG.6

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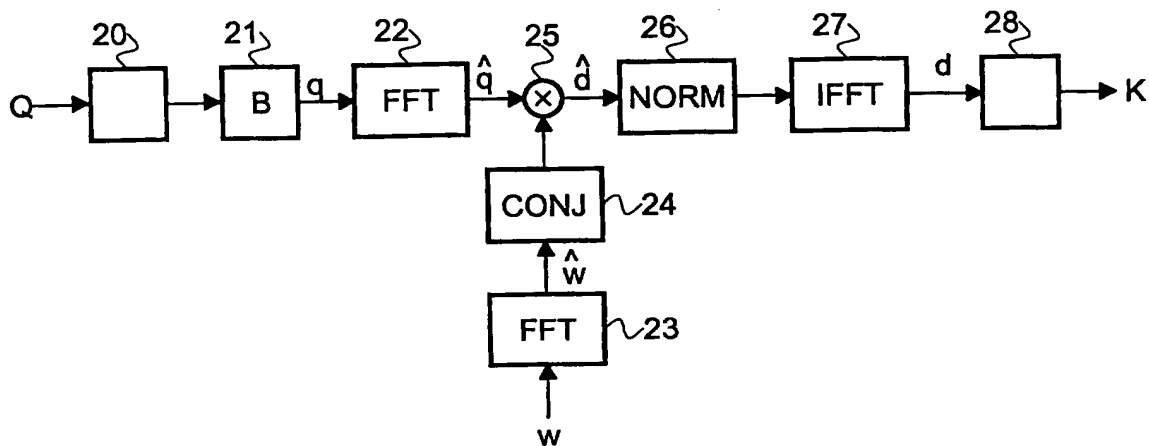


FIG.7

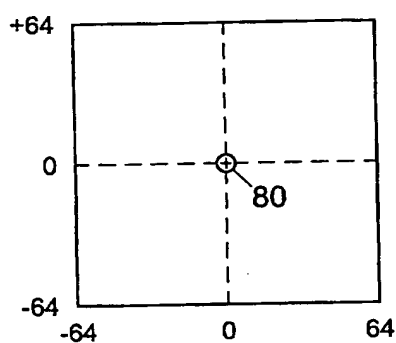


FIG.8A

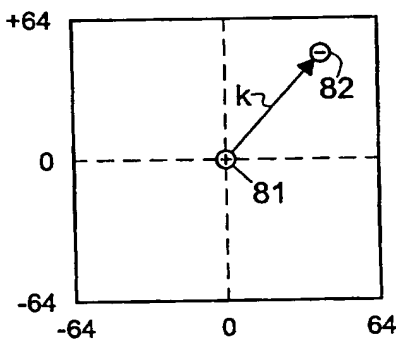


FIG.8B

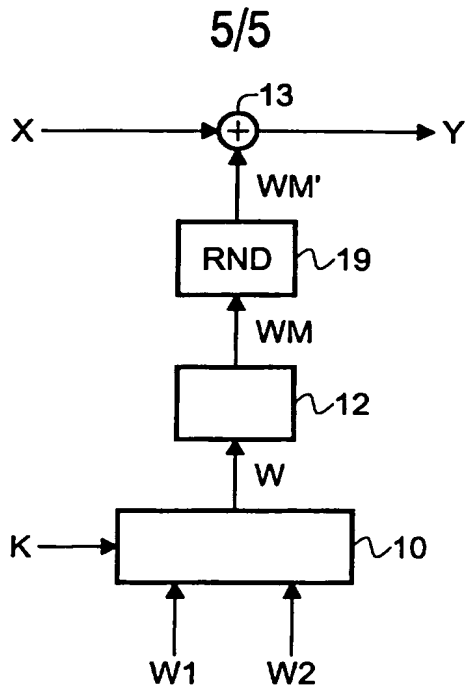


FIG.9

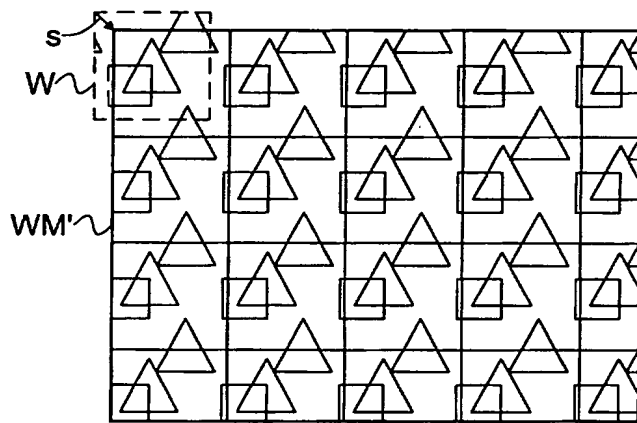


FIG.10

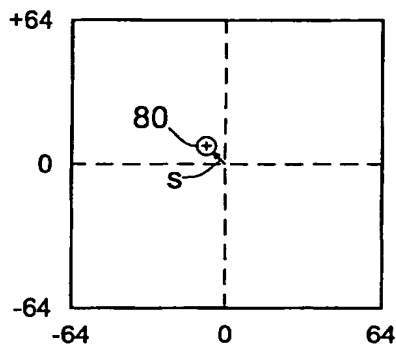


FIG.11A

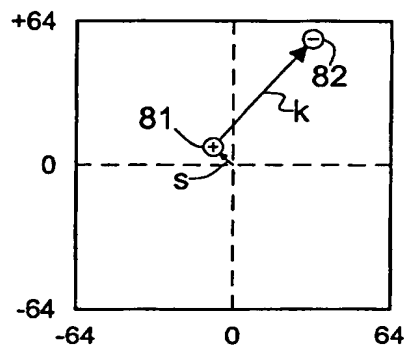


FIG.11B

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